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DUMBO'S CIRCUS

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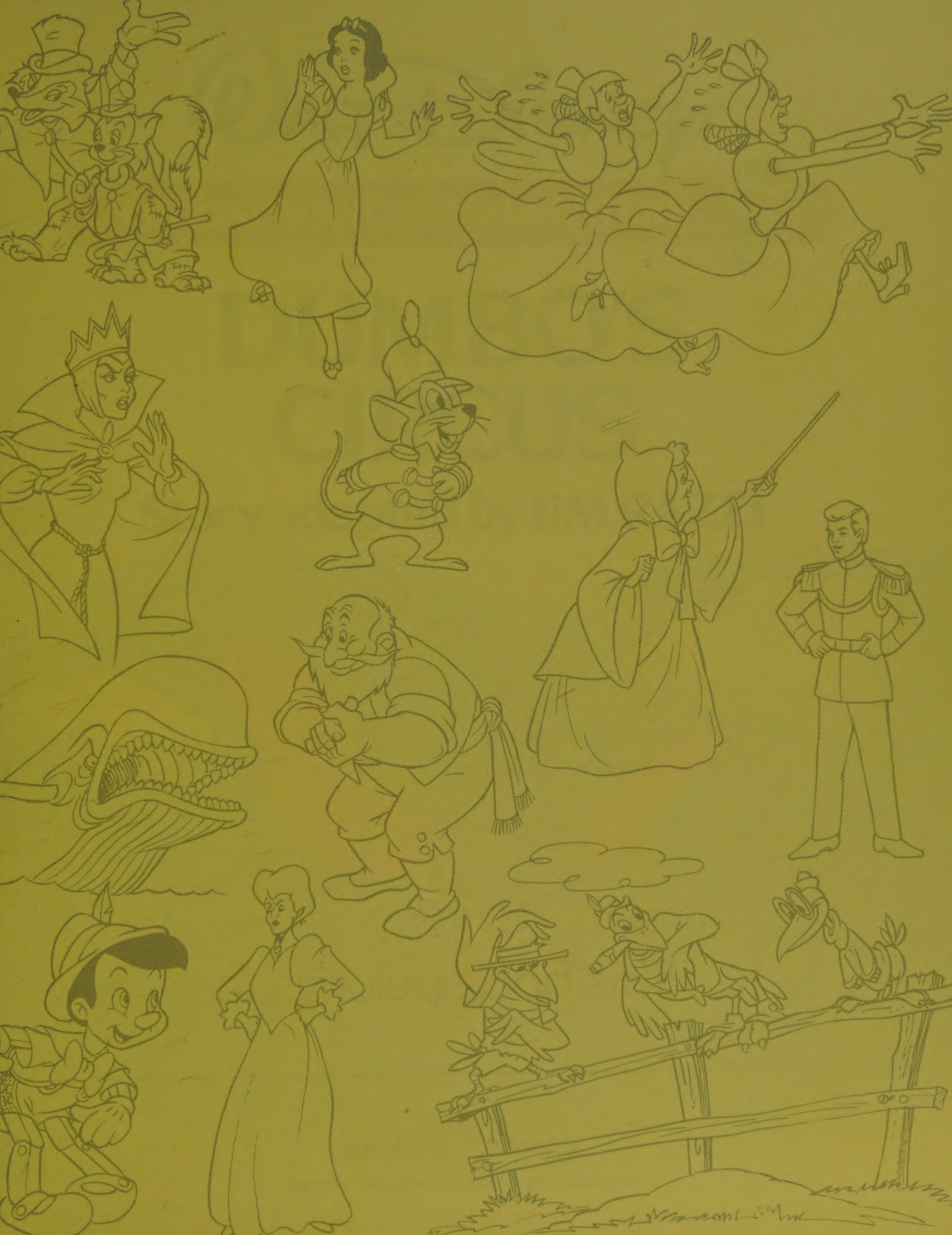

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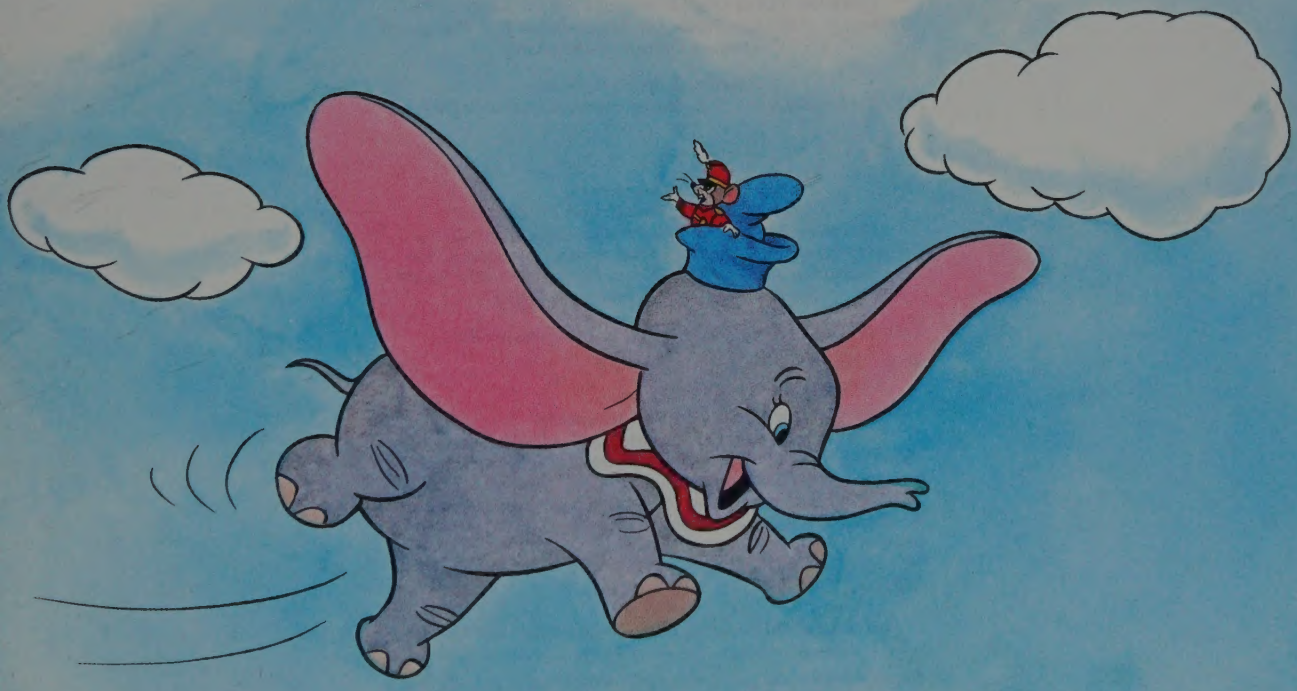
CHOOSE YOUR OWN ADVENTURE®

DUMBO'S CIRCUS

Story adapted by JIM RAZZI



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DUMBO'S CIRCUS

DUMBO'S
CIRCUS

READ THIS FIRST!!!

Most books are about other people. This book is about you—and Dumbo. Dumbo is a baby elephant who can flap his ears and fly!

Whatever happens in the story depends on what you decide to do. Do not read this book from the first page through to the last page. Instead, start on the next page and read until you come to the first choice. Decide what you want to do. Then turn to the page shown and see what happens. When you come to the end of a story, go back and try another choice.

Dumbo's circus is lots of fun, but be careful—it can be dangerous, too. Are you ready to go to the circus? Then turn the page.

A traveling circus has pitched its tents in a big lot near your home!

You love the circus, so as soon as you can, you run over to look around.

The main tent is already up. Across its entrance is a banner that says SEE DUMBO, THE AMAZING FLYING ELEPHANT!

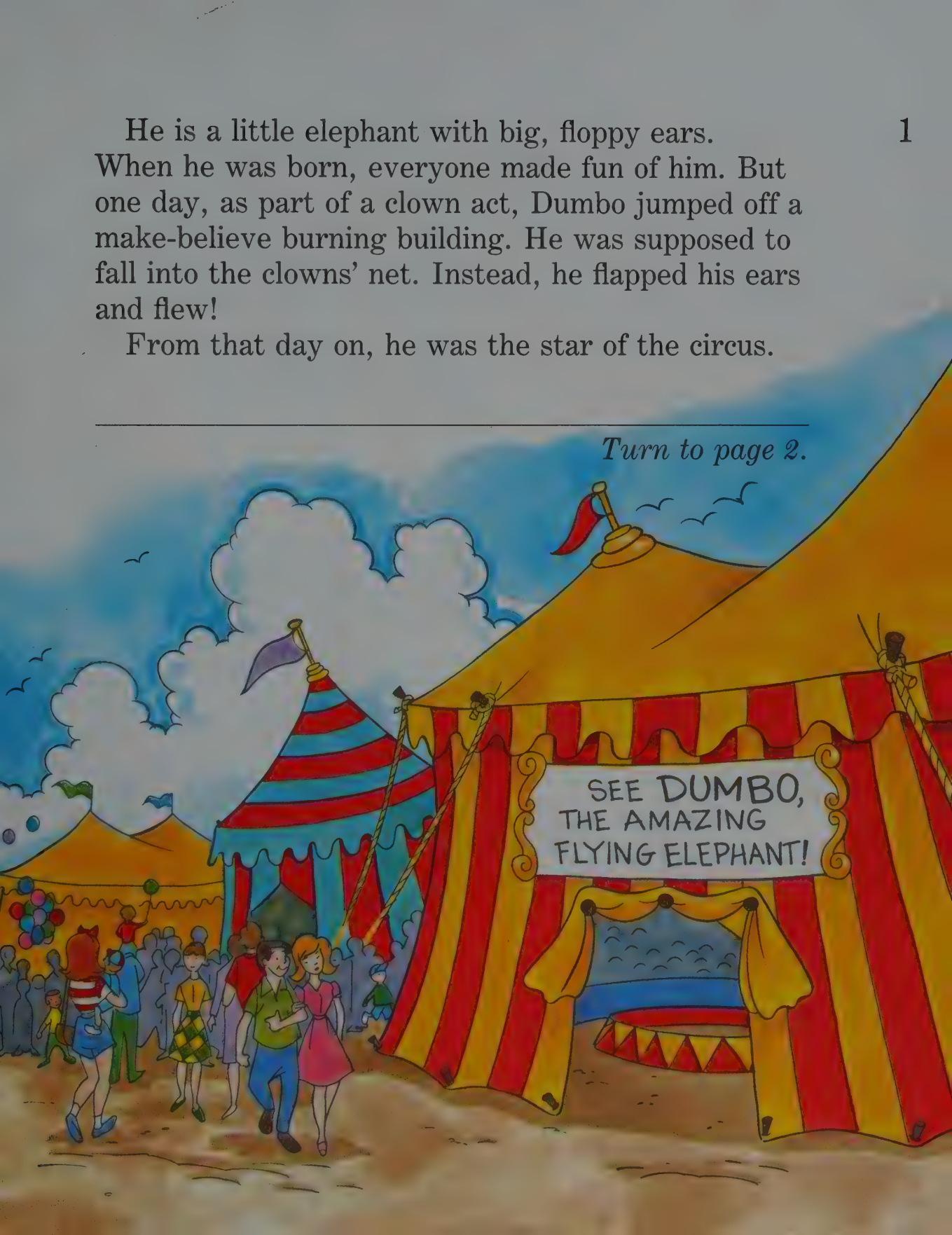
Dumbo! You know all about him.

Go on to the next page.

He is a little elephant with big, floppy ears. When he was born, everyone made fun of him. But one day, as part of a clown act, Dumbo jumped off a make-believe burning building. He was supposed to fall into the clowns' net. Instead, he flapped his ears and flew!

From that day on, he was the star of the circus.

Turn to page 2.



You walk around the circus lot.

Then you see Dumbo himself! You would love to meet him. But he is practicing right now.

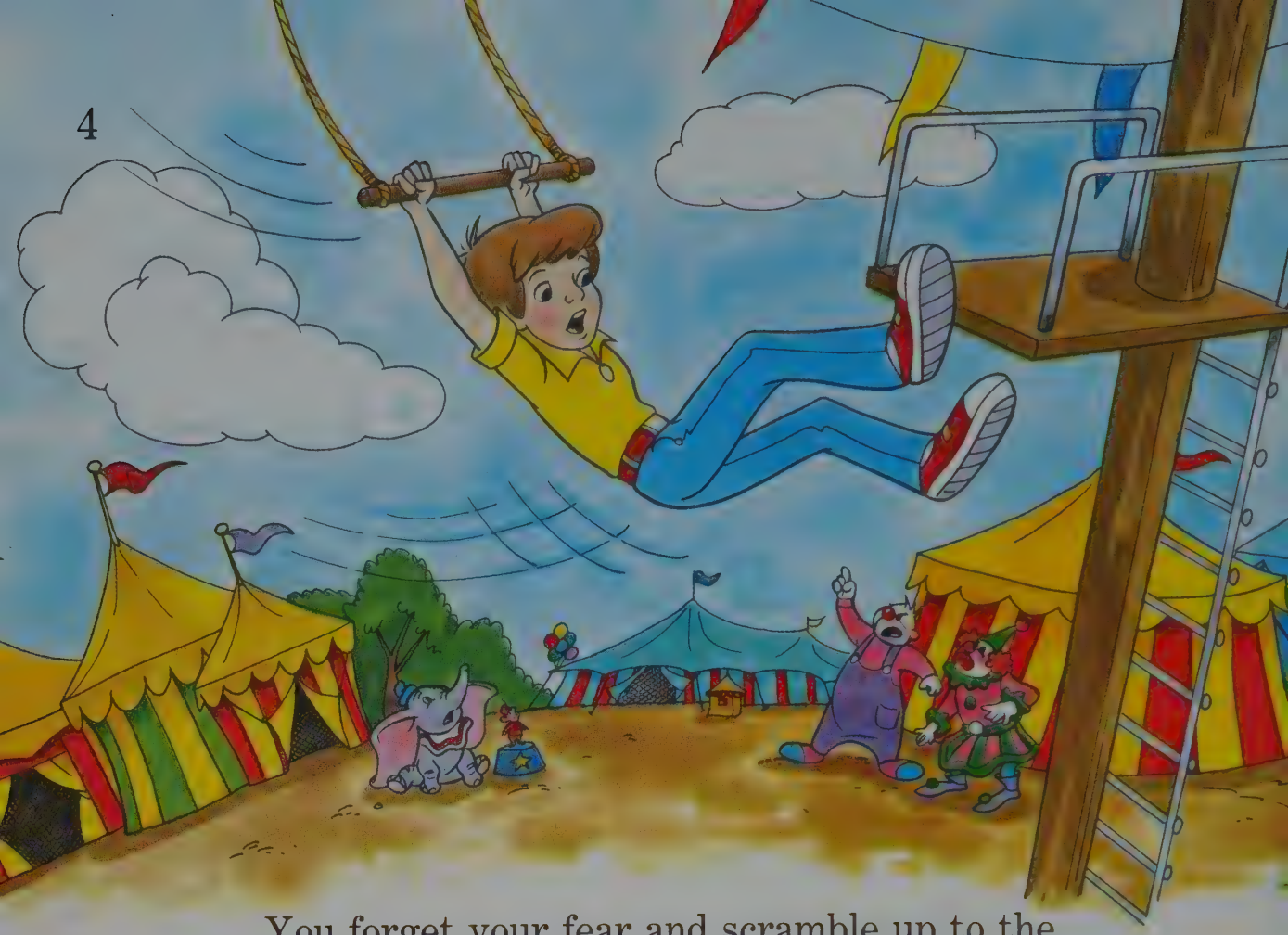
Next you see some clowns practicing their act. You love clowns. You decide to go over to watch them. But on your way, you pass a tall ladder leading up to a trapeze. You have always wondered how it would feel to be a trapeze star.

Go on to the next page.

You look up the ladder to where the trapeze is tied to its stand. Suddenly you get the crazy idea to climb up the ladder and look around. You'll be all right. There's a safety net below the trapeze, and you're very good at climbing. But you're a little scared all the same. Maybe you should forget the whole thing and watch the clowns instead.

If you want to climb up to the stand, turn to page 4.

If you watch the clowns, turn to page 16.



You forget your fear and scramble up to the stand. You grab the trapeze with both hands and imagine yourself swinging through the air. . . .

You're still daydreaming when someone yells, "Hey, you! Get down from there!"

You jump in surprise, and the trapeze slips off the stand.

Oh, no! Now you're *really* swinging through the air, high above the ground!

Go on to the next page.

A crowd starts to gather below.

What are you going to do? You could try to swing back onto the stand. But you might miss your step and fall.

Maybe you should just hang there and wait for someone to rescue you.

If you hang on and wait, turn to page 7.

If you try to swing back onto the stand, turn to page 10.

You grip the trapeze as tightly as you can. Far below you, people are running back and forth and pointing up at you. You hope someone will help you soon. You can't hold on much longer.

Suddenly one of your hands slips off the trapeze!

"Help!" you yell. "I can't hold on anymore!"

And just at that moment, your other hand slips off. You're falling through the air!

Turn to page 8.

You close your eyes in fright. You hope you won't miss the net!

Whomp! You hit something—but you're not hurt! You've landed on Dumbo's back!

"Whew, that was close!" says a small voice.

You look down and see a little mouse speaking to you!

"What—I mean, who are you?" you ask in surprise.

Go on to the next page.

"I'm Timothy Mouse, Dumbo's trainer," answers the tiny creature. "We saw you fall, and Dumbo flew up to save you. You were going to miss the net!"

"Gosh, thanks," you say. Then you look down. "Boy, we really *are* flying, aren't we?"

"Yes," Timothy answers proudly. "Dumbo's the greatest flyer around! Say, would you like to go for a spin?"

"I sure would!" you cry.

Turn to page 14.

You swing your legs out as you fly toward the stand. Can you reach it?

You can see the crowd watching you from below. Dumbo is there, too.

But you can't think about Dumbo now. You're too busy trying to get your balance on the stand.

You let go of the trapeze. It's too soon! You're losing your balance!

"Ohhh!" gasps the crowd.

Turn to page 12.

For a breathless moment, you totter on the edge. Then you find your balance. You made it!

Slowly you climb down the ladder.

When you reach the ground, the ringmaster of the circus is waiting for you with Dumbo at his side.

"You shouldn't have gone up there," he says sternly. Then he smiles and says, "But I can see you have a real talent for acrobatics."

Go on to the next page.

"We'll be here all summer," he continues. "How would you like to do a tumbling act with Dumbo?"

"I'd love to!" you say.

"Good!" says the ringmaster. "Follow me."

Happily you follow Dumbo and the ringmaster into the dressing tents.

Wait until your friends hear about this! You're sure glad you decided to climb up to that trapeze!

The End

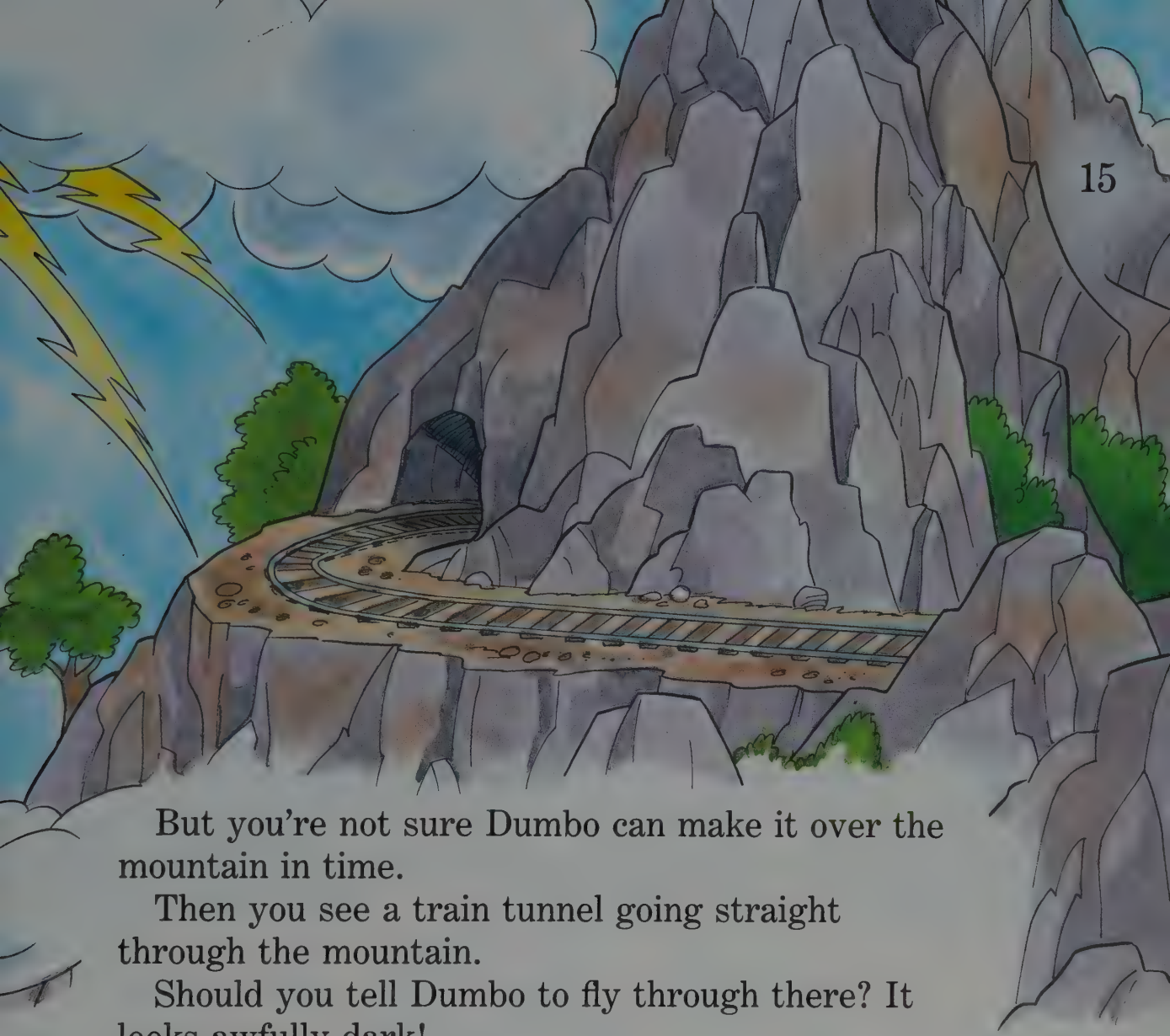
Soon you are dipping and soaring among fluffy clouds.

You fly until you come to a small mountain. Suddenly you hear the rumbling of thunder, and you see a streak of lightning.

"Uh-oh!" cries Timothy. "It looks like we're in for a bad thunderstorm. What should we do?"

"It might be sunny on the other side of the mountain," you answer. "We can head that way!"

Go on to the next page.



But you're not sure Dumbo can make it over the mountain in time.

Then you see a train tunnel going straight through the mountain.

Should you tell Dumbo to fly through there? It looks awfully dark!

If you tell Dumbo to fly through the tunnel, turn to page 20.

If you tell Dumbo to fly over the mountain, turn to page 26.

That ladder looks too dangerous. You run across the circus grounds to the clowns.

They are practicing a make-believe firemen act.

One clown, with a big red nose, is squirting the others with a hose. They are slipping and falling all over the place. You begin to laugh.

Go on to the next page.

The red-nosed clown notices you watching.

"This will be our funniest act ever!" he says.

And then, because he wasn't looking where he was going, he trips backward over a barrel! The hose slips out of his hands and wiggles around, squirting you and the other clowns.

Turn to page 18.

18 The red-nosed clown can't get up. He keeps tripping over his big shoes. You want to help, but you can't decide whether to grab the hose first or pull the clown up.

If you grab the hose, turn to page 24.

If you pull the clown up, turn to page 28.

Dumbo swoops down into the dark entrance.

Soon the sound of the storm is far behind you. But the tunnel is pitch black.

"I can't see a thing!" you yell. "How will Dumbo get us through here?"

"Oh, that's easy!" shouts Timothy. "He'll just follow his nose!"

Go on to the next page.

"What do you mean?" you ask.

"Dumbo can smell the fresh air at the other end of the tunnel," answers Timothy proudly. "That will keep him going in the right direction!"

"Oh, I see," you say. But you're not sure you believe Timothy. You hope Dumbo won't fly into the walls of the tunnel!

Turn to page 22.

All of a sudden you hear a loud rumbling and see a bright light ahead. You wonder what's going on. Then you realize there's a train in the tunnel!

"Quick, Dumbo, turn around!" you scream.

Dumbo scrambles around and flies madly in the other direction. You and Timothy hold on for dear life—but the train roars closer.

"Hurry, Dumbo, hurry!" you yell.

Go on to the next page.

Dumbo flaps his ears wildly as you head back the way you came. You fly out the entrance just as the train comes roaring through behind you.

You made it!

But the storm has gotten worse. Now you're trapped in it for sure. And you almost took a very dangerous train ride.

You're sure you'll never forget your adventure with Dumbo!

The End

Oh, no! When you grabbed the hose, you accidentally turned up the water pressure. The hose jumps around in all directions. You can't control it!

At that moment, who should come along, but Dumbo himself and the ringmaster of the circus!

"What's going on here?" cries the ringmaster.

You jump in alarm and *sw-o-o-sh!* a blast from your hose knocks him right off his feet!

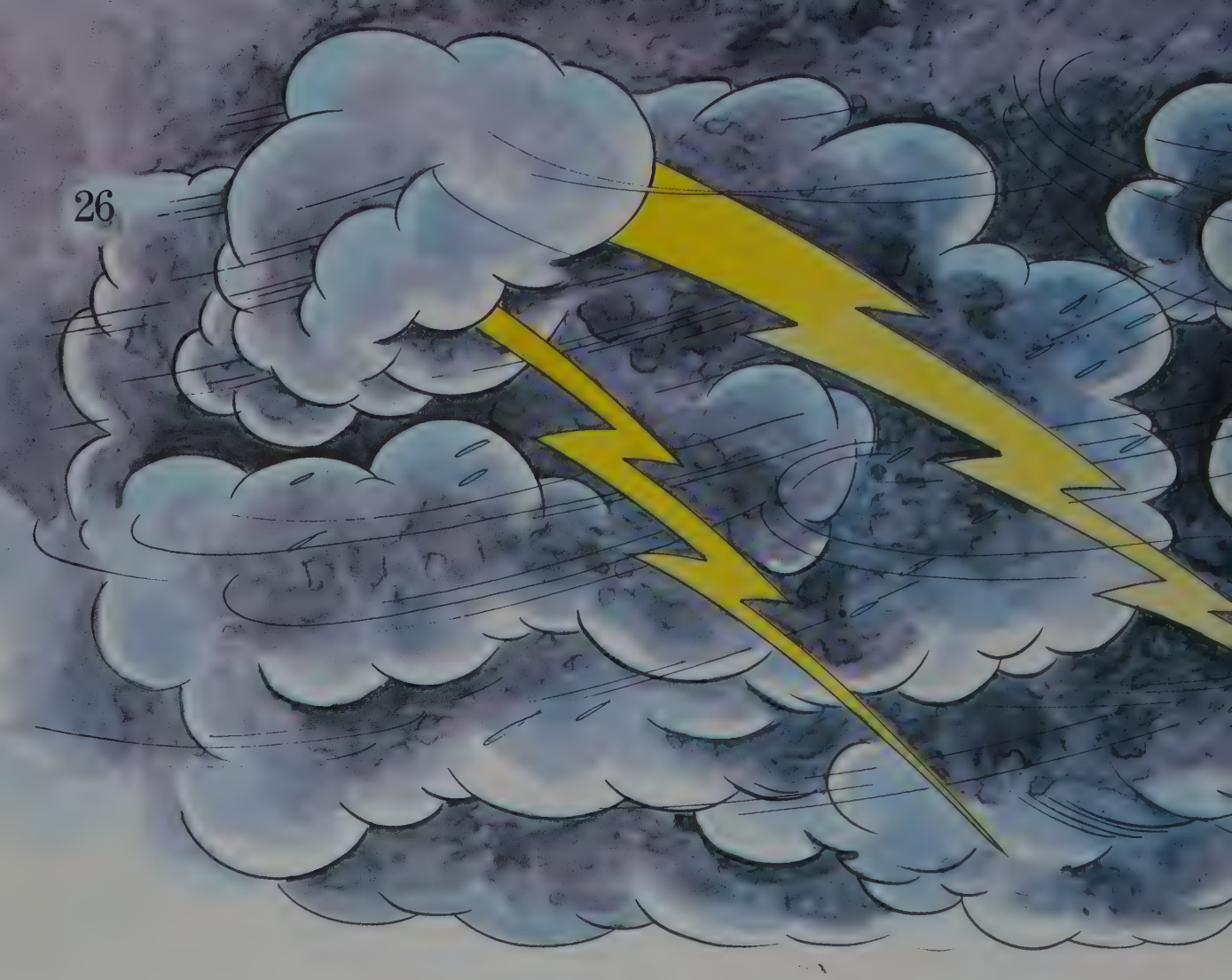
Go on to the next page.

You are shocked, and you don't know what to do next. Dumbo does it for you. He trots over to the water valve and shuts it off.

The dripping ringmaster glares at you angrily. "Get out of here!" he shouts.

You walk away, feeling sad. You never even got a chance to speak to Dumbo. But the circus isn't leaving yet. You can come back and see the show. Maybe you will still be able to meet the amazing flying elephant!

The End

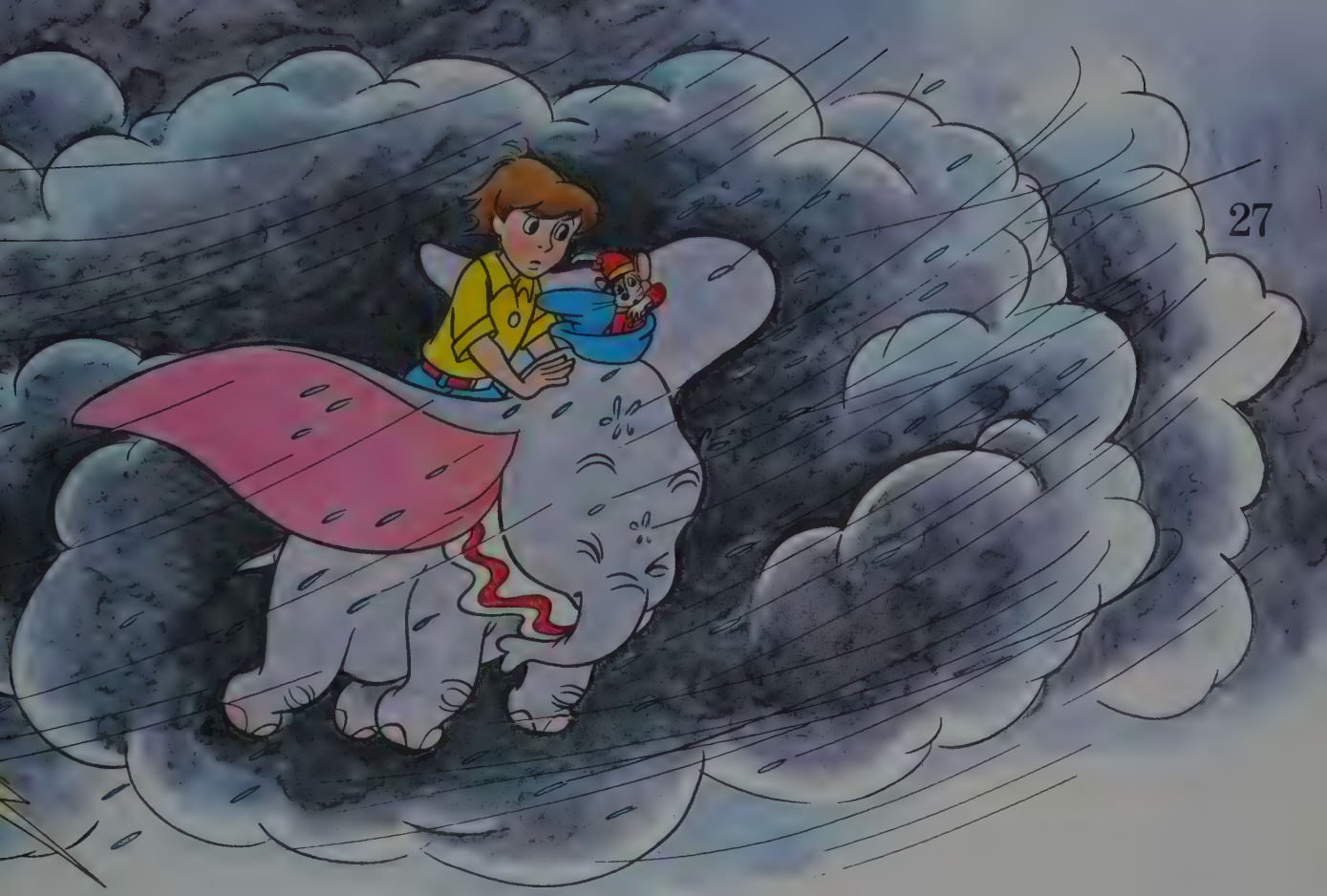


Dumbo zooms up and you head for the other side of the mountain.

But before you get very far, the storm breaks!

Strong winds hurl you around, and blinding rain whips across your face. Dumbo can hardly fly. You've got to do something else!

Go on to the next page.



Maybe Dumbo can dive down. You may be able to land somewhere. But that could be dangerous. You can't see where you're going!

On the other hand, if Dumbo climbs higher, you might be able to fly above the storm.

What should you do?

If you decide that Dumbo should climb, turn to page 30.

If you decide that Dumbo should dive, turn to page 38.

The clown thanks you and brushes himself off.

At that moment, the ringmaster of the circus comes by. And who should be with him, but Dumbo himself!

"I can see that you're a bright, helpful person," he says. "How would you like to help Dumbo practice a new act?"

"Sure!" you say.

Go on to the next page.

"But first I must tell you something that might change your mind," the ringmaster continues. "No one has ever tried this act before. It could be tricky."

You think about this. Maybe the act will be dangerous. Should you change your mind?

If you decide to practice the act with Dumbo, turn to page 34.

If you change your mind, turn to page 40.

Dumbo flies higher and higher. Soon you break through the clouds into bright, warm sunshine. You've made it!

As you sigh with relief, you notice some crows flying around and around. They look tired and scared. Then one of them sees Dumbo.

Go on to the next page.

"Hey, guys!" he shouts. "It's Dumbo!"

The crows fly over to you.

"Gosh, are we glad you're here," another crow says. "We were caught above this storm and couldn't get down!"

"Yeah," says another. "A little while longer and we wouldn't have been able to fly anymore."

Turn to page 32.

You tell the crows to hop on Dumbo.

You are now high enough to see that the weather is clear on the other side of the mountain.

"We'll fly you to the other side of the mountain," you say. "By then you'll be rested and can fly down easily."

The crows perch happily on Dumbo.

Go on to the next page.

"This is turning out perfectly!" says a crow. "We sure were lucky you came by."

You smile to yourself. You're glad you were able to rescue the crows. What an exciting adventure you've had with Dumbo!

The End

You shrug. How dangerous could it be?

The ringmaster hands you a costume and a parachute case and tells you to put them on.

Then he takes you over to a small red plane.

"Get in," he says. "Dumbo will be ready in a minute."

You don't know what's going on, but you get in the airplane, anyway.

Go on to the next page.

Then you see that Dumbo is strapped into a harness with a long rope attached to it. The ringmaster connects the rope to the front of the plane.

"What's that for?" you ask.

"You'll see," says the ringmaster. "Are you ready?"

"I guess so," you answer.

You wonder what's going to happen now.

Turn to page 36.

The ringmaster yells, "Take off!"

"What do you—" you start to say. But before you can finish the sentence, Dumbo leaps into the air!

You feel a tug as the rope grows tight and then—*Zoom!* You're flying!

"Oh, no!" you yell. But no one can hear you.

Soon you are high above the circus grounds. You are just starting to think that this may not be so bad after all, when you hear—*Snap!*

Go on to the next page.

The rope has broken! You're flying on your own!

"Help!" you yell. "I don't know how to fly!"

Then you see that there are no controls, anyway.

Your only choice is to jump!

"Oh, n-o-o-o!" you yell as you leap out of the diving plane. Will your parachute open up? You certainly hope so!

The End

Dumbo plunges down, even though you can't see a thing.

Timothy doesn't like it.

"There are a lot of trees and rocks around here," he yells. "What if we hit something?"

Just then the rain lets up and you can see a little. Unfortunately, you see that Dumbo is heading right for a tree!

Go on to the next page.

Wham! Dumbo slams into the tree, and you are thrown off. Luckily, you land on some soft, soggy grass. Then you look up. Dumbo isn't so lucky. He is stuck in the branches!

"Look what you've done!" cries Timothy, who has landed nearby. "How are we going to get Dumbo down? This is all your fault!"

You nod sadly. How are you ever going to get Dumbo out of the tree?

The End

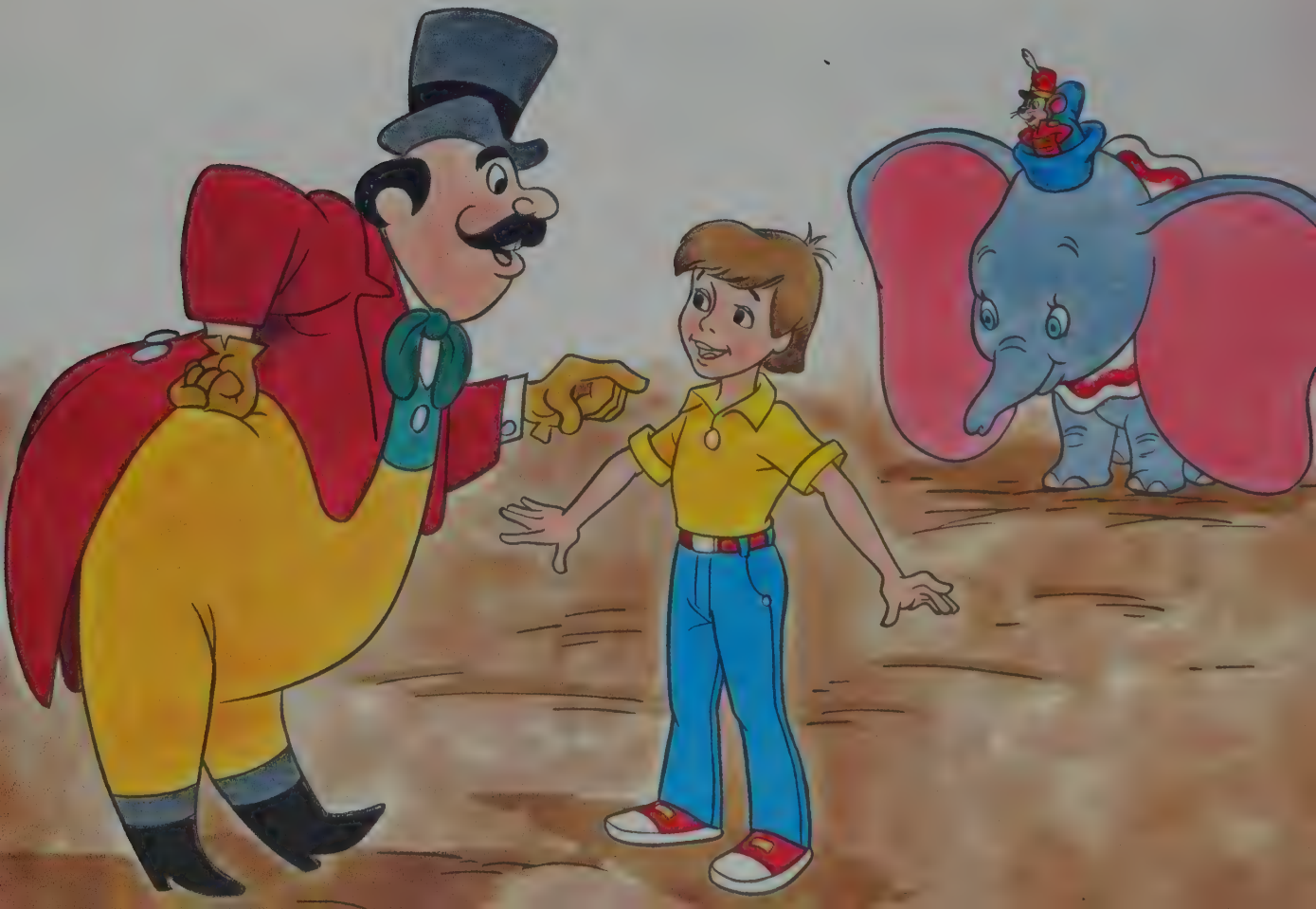
The ringmaster shrugs and smiles at you. Then he snaps his fingers.

"Say," he continues, "you can be in a clown act if you want to. One of our clowns just quit, and we need a replacement. How about it?"

"Sure!" you say.

"Good!" says the ringmaster. "You can start practicing right now!"

Go on to the next page.



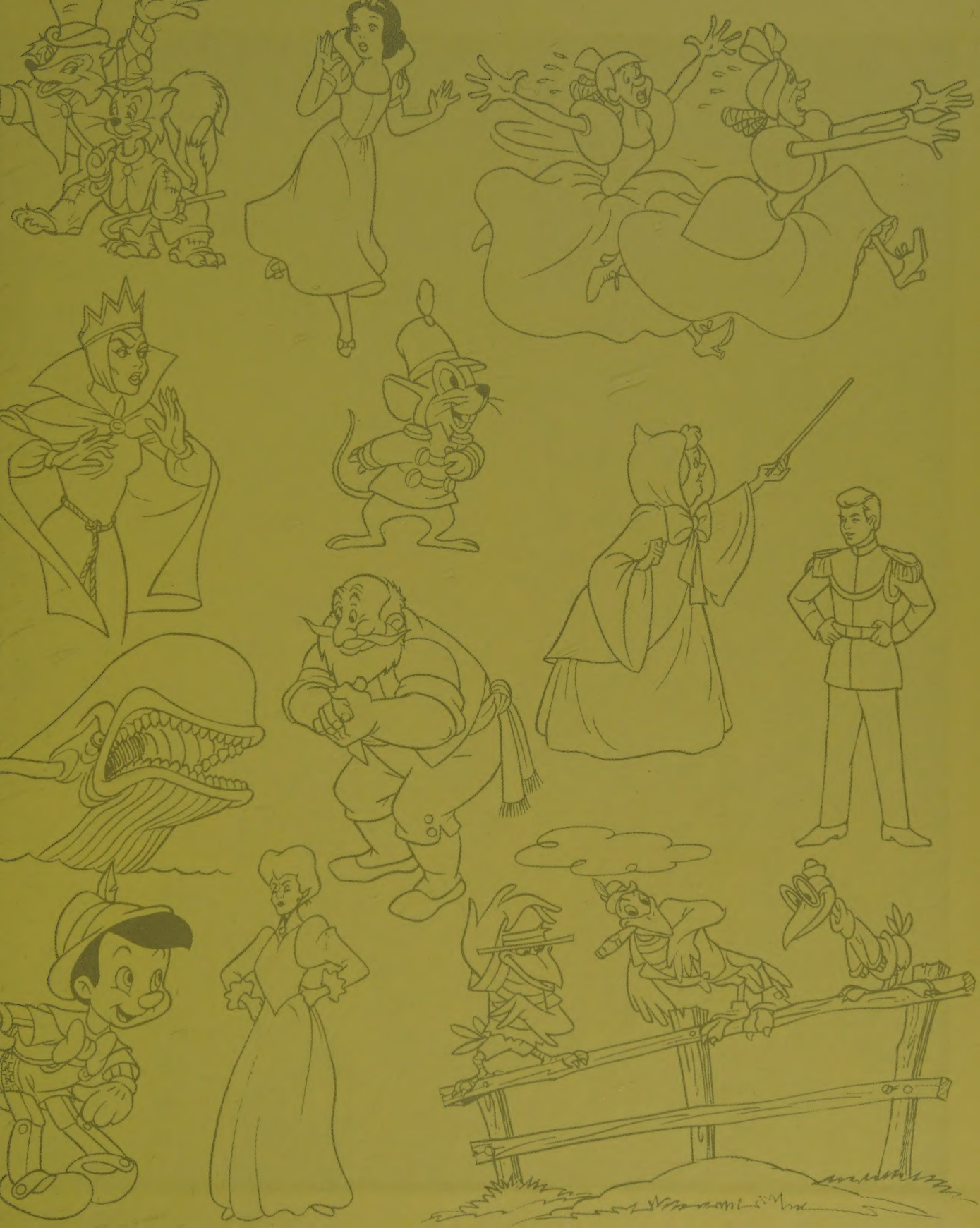
He leads you over to a big board with a hole in it and tells you to stick your head through the hole.

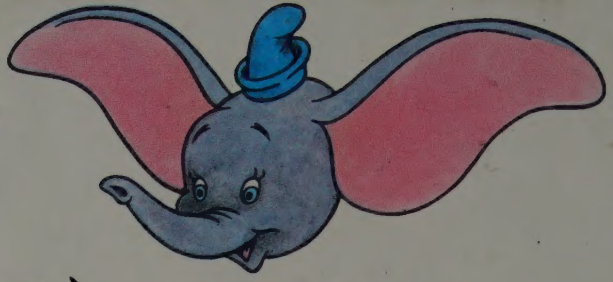
What's this all about? you wonder.

Suddenly a cream pie hits you right in the face! Then another! It's a pie-throwing act and *you're* the target!

Oh well, you think as you lick your lips. You've got to start somewhere. Besides, you love cream pies!

The End





WALT DISNEY®

CHOOSE YOUR OWN ADVENTURE®

There's high-flying fun at Dumbo's circus.

You have gone to the circus to see Dumbo, the famous flying elephant. As a special treat, Dumbo asks you to go flying with him. Soon both of you are soaring among the clouds—when suddenly a bad thunderstorm comes rumbling up over the mountain ahead. What should you do?

If you decide to fly through a tunnel in the mountain, turn to page 20. If you tell Dumbo to fly over the mountain, turn to page 26. What happens next? It depends on the choices *you* make!

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